

Star Fox™ Zero

1 Important Information

Basic Information

2 Controllers and Accessories

3 amiibo

4 Internet Enhancements

5 Parental Controls

Introduction

6 About This Game

7 Gameplay Basics

8 Saving and Deleting Data

Getting Started

9 Main Menu

10 Story Progression

11 Game Screens

12 Items

Vehicle Controls

13 Operating Vehicles

14 Special Moves

Two-Player Mode

15 Co-op Play

amiibo

16 Using amiibo

About This Product

17 Intellectual Property Warning

Troubleshooting

18 Support Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

This software can be used with any of the following controllers once they have been paired with the console.



During co-op play , one of the following controllers must be used in addition to the Wii U GamePad.



- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.

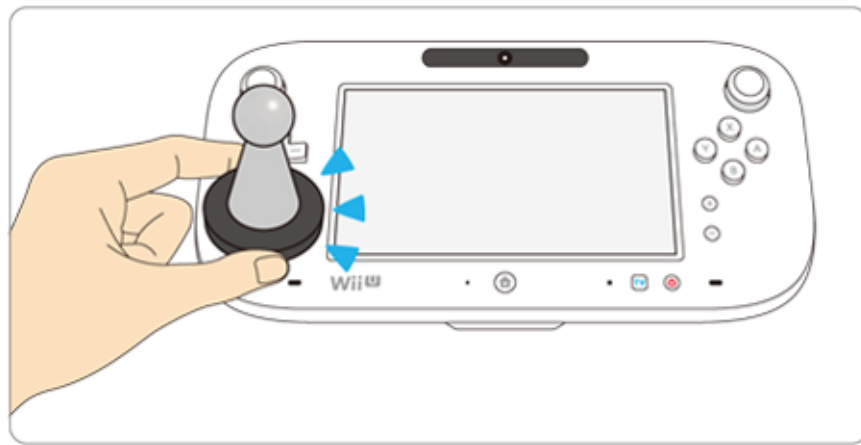
Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.



This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint () on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

- ◆ Only the game data from one software title can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, open Wii U Menu → System Settings () and then select amiibo Settings.
- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open Wii U Menu → System Settings () → amiibo Settings and reset the data.

Connecting your system to the Internet lets you enjoy the following features:

- Miiverse  10
- A downloadable demo of the game Star Fox Guard  9
- ◆ You must connect to the Internet and set up Miiverse in advance in order to access these features.
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.
- ◆ For information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual, which you can access by pressing  while on the Wii U Menu and then selecting Manual  on the HOME Menu.

5 Parental Controls

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts online features and exchange of content through games.
Miiverse	Restricts posting to Miiverse. 

- ◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.



The Star Fox™ Zero game is an action-packed, vehicle-based shooter in which you journey to diverse planets across the depths of space, taking down enemies while dodging hails of laser fire, barrages of missiles, and storms of asteroids.

Transform and Triumph

Your aerial fighter, the Arwing, can transform into the Walker, a land vehicle. Use each form as the situation demands.



Arwing



Walker

Team Star Fox

Your teammates will accompany you on missions and assist you in various ways.



Peppy

Gives you helpful information about things like enemy weak points.



Slippy

Analyzes boss's shields (the damage they can take) and uploads that data to your visual display.



Falco

Relays information about your surroundings and the current situation.



Damaged Teammates

If a teammate's shield gauge is completely emptied, he will withdraw from the current mission and return in the next mission.

◆ You can check the status of your teammates via the pause menu → **11** .





Dual-Screen Play

During gameplay, your TV screen and the Wii U GamePad controller screen will each show a different view of the action.

◆ Press ⊖ to swap the screens.

TV (Vehicle View)

Positioned behind your vehicle, this view provides a wide view of the action.



Wii U GamePad (Cockpit View)

A view from inside the cockpit. Handy when targeting enemies.



Basic Controls

Piloting Your Vehicle

Over the course of this game, you'll get to pilot several different vehicles. While each has slightly different controls, you'll always use the control sticks (Ⓕ, Ⓖ) to maneuver and Ⓐ to fire your lasers.

Aiming Reticle

Use the GamePad motion controls to move your aiming reticle and line it up with your target.



Resetting Your Aiming Reticle

Press Ⓕ or Ⓕ to recenter your aiming reticle.



3D Voice

This software uses 3D audio technology. Using the GamePad, you will be able to hear characters' voices as if they were around you.



Fox

Heard from the front.



Other Characters

Heard close to your ears, as if through an intercom.

◆ You can activate and deactivate 3D Voice via the pause menu ➔ 11 .

◆ This effect won't work if you're using headphones or if the GamePad volume is set too low.



This software uses an autosave feature. Progress and mission records (such as the number of enemy units shot down) will be saved whenever a mission is completed.

Deleting Data

To delete save data, go to  System Settings on the Wii U Menu and choose Data Management.

◆ Deleted save data cannot be restored, so make absolutely sure that you want to delete your data before proceeding.



Press **A** at the title screen to display the main menu.



Main Game

Join Fox in the main game, and help him defeat the evil forces of Andross.

Training

You can practice piloting your Arwing and polish other useful skills in this option's training simulations.

Prologue

Select this option to rewatch the game's opening cinematic.

◆ Some content will become available only as you progress through the main game.



Star Fox Guard Special Demo

Tap  to download a demo version of the Star Fox Guard game from Nintendo eShop.



Navigating Menus

Choose option

⌚ / +

Confirm

Ⓐ

Cancel

Ⓑ

Controls During Missions

Skip cutscene / Show
pause menu

+

Swap screen views

−



Stage-Selection Screen

Select a stage (planet or sector) to advance to the mission-selection screen.



Mission-Selection Screen

Select a mission to dispatch your team.



- ◆ You can repeat any mission you've cleared as often as you want.
- ◆ The medals (🏅) → 12 you've been awarded in a mission are shown on this screen.



Missions

Missions are generally split into multiple phases. Each phase's mode is predetermined and will be one of the two listed below.

Scroll Mode

In this mode, you advance along a fixed path.



All-Range Mode

In this mode, you are able to move freely within a certain area.



- ◆ If you reach the outer boundary of the area, you will automatically perform a U-turn.



Branching Paths

Based on your actions, you may discover new paths or plot developments during a mission. The right course of action could even lead to a tougher mission...



Mission Complete / Mission Accomplished

If you complete a mission normally, Mission Complete will appear on the screen. If you manage to achieve specific additional goals during certain missions, Mission Accomplished will appear on the screen instead.

Posting to Miiverse

After you clear a mission, tap  to post info like your mission results to Miiverse™.



Mission Failure

If your shield gauge  is fully depleted or you fail to fulfill a mission's objectives, that mission is failed. What you're able to do next depends on whether you have a replacement vehicle in stock.

If You Have a
Replacement
Vehicle in Stock

You can restart from the
beginning of the phase.

If You Don't Have
a Replacement
Vehicle in Stock

You can restart from the
beginning of the mission.

◆ Collect three gold rings  to increase your replacement-vehicle stock by one.



11 Game Screens



1 Shield gauge

Shows how much damage your craft can take.

2 Hits

This value reflects how much impact you've had in a battle and rises as you take down enemies.

3 Items found → 12

	Gold ring ◆ Your remaining stock is shown on the left.
	Super gold ring
	Medal token

◆  and  appear only during certain missions.

4 Remaining smart bombs → 12

Press  or  to launch a highly destructive smart bomb. It will detonate on impact, but you can press the button again to detonate it before impact occurs.

5 Boost meter

Drains when boosting, hovering, or braking, but recovers over time.

6 Aiming reticle

Your lasers will pass through these two boxes. Use them to line up your shots.



7 Marker

These will appear in certain situations.

◆ Some markers may appear only in cockpit view.

	Your teammates
	Your current target
	Displays when an enemy is in close proximity. ◆ Perform a somersault to shake off enemies that are on your tail.



Pause Menu

Press $\oplus$ to open the pause menu. Here you can check the status of your teammates, restart the current mission, and more. The following options will appear on the Wii U GamePad.



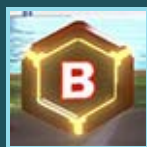
Ascend/ Descend	Tap this option to invert the vertical controls.
Motion Controls	Tap this option to swap between having motion controls permanently on and having them activate only when you're firing your vehicle's weapons.
3D Voice	Tap this option to turn this audio feature on/off  .
Controls	Tap this option to view the controls.





Laser Upgrade

Doubles your lasers. If you pick up a second one of these items during a mission, your lasers will be upgraded once again and become powerful hyper lasers that can lock on to two targets at once. Hyper lasers will last until you take a certain amount of damage or the mission ends, whichever comes first.



Smart Bomb

Adds a smart bomb to your stock that you can launch at will.

- ◆ You can hold up to five smart bombs at one time.



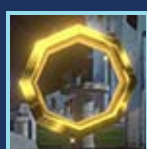
Silver Ring

Restores a portion of your shield gauge.



Shield Star

Restores a large portion of your shield gauge.



Gold Ring

Restores a large portion of your shield gauge. Collect three of these to increase your replacement-vehicle stock by one.

- ◆ Your replacement-vehicle stock can increase only up to nine.



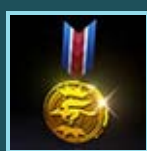
Super Gold Ring

There are three of these in most missions. They have the same effect as a gold ring, but collecting all three will also cause a medal to appear.



Medal Token

These items can be collected by Direct-i  14 . Collect all 10 in a mission to earn a medal.



Medal

You can find these hidden in missions and earn them by fulfilling certain objectives. If you collect enough of them, something good may happen...

- ◆ Extra vehicles, smart bombs, laser upgrades, and other upgrades acquired during a mission are not carried over to other missions.



Supplies

If you fail a mission and have no replacement vehicles left, you'll be asked if you want to try again. After a certain number of additional failed attempts, a supply container packed with an item that grants invincibility will be sent your way. At other times, you may be sent a supply container packed with an item such as a laser upgrade or a shield star.







Arwing

A fighter craft built for aerial and space combat. Use  for general movement and  to adjust the speed.



Ascend/Descend	↓ (L) / (L) ↑
Turn	← (L) / (L) →
Tilt	← (R) / (R) →
Boost	(R) ↑
Brake	(R) ↓
Barrel roll	← ← (R) / (R) → → (twice in quick succession)
Somersault	Flick ↓ (L) + (R) ↑ (at same time) / (X)
U-turn	Flick ↓ (L) + (R) ↓ (at same time) / (B)
Fire lasers	(ZR)
Fire charge shot	(ZR) (hold to charge, then release)
Launch smart bomb	(L) / (R)
Reset reticle	(L) / (Y)
Transform	(A)
Target view	(ZL) (hold)

- ◆ You can invert the vertical-movement controls via the pause menu ← 11 .
- ◆ U-turns and target view are available only in all-range mode ← 10 .



Walker

A bipedal land vehicle. Essentially the same as the Arwing, but with a different movement scheme.



Move	
Turn	
Dash	
Hover	
Sidestep	(while holding) /
Quick turn	Flick + (at same time) / /

- ◆ After a certain point in the story, the Walker transformation will become available.
- ◆ If the Walker can't find a proper foothold, it will automatically revert back into the Arwing.



Other Vehicles

While driving other vehicles, enter the pause menu to check the control scheme.





Charge Shot

Hold down  to charge up energy. During this time, you can lock on to enemies by targeting them. If you release the shot while an enemy is targeted, the blast will home in on that target. Let go the moment you lock on for a critical shot, which has increased speed and power.



◆ Press  to cancel a target lock.

Tilt

Tilt  and  in the same direction (either left or right) simultaneously to turn at an even sharper angle.

Barrel Roll

Do a barrel roll with    /    to deflect incoming attacks such as laser fire.



Somersaults and U-turns

Ascend (↓Ⓚ) and boost (Ⓡ↑) at the same time to perform a somersault. Ascend (↓Ⓚ) and brake (Ⓡ↓) at the same time to perform a U-turn. For both of these maneuvers, all it takes is a quick flick of the control sticks.

- ◆ You can also perform somersaults with ⓧ and U-turns with Ⓑ.
- ◆ U-turns can be performed only in all-range mode

← 10



Somersault



U-turn

Target View

If an enemy, boss, or mission objective is marked with , you can hold  to focus on that objective in vehicle view. That way, you can fight without losing sight of your target.



- ◆ Target view is primarily used in all-range mode.
- ◆ Sometimes target view will be turned on automatically.



Direct-i

This is the Gyrowing's onboard utility robot. Press **A** to lower it. Once it's on the ground, you can steer it with **Ⓕ**.



Hacking Terminals

Direct-i can directly interface with computer terminals it comes in contact with.

Bombs

Lower Direct-i while positioned directly above a bomb  to pick up the bomb. You can then drop the bomb by pressing **ZR** or **A**—it will detonate on impact.



Hit Bonuses

Certain actions, such as destroying enemies with a charge shot or shooting down already-damaged ships, will add bonus hits to your hit count.





This feature enables you to team up with a friend or family member by splitting control of your vehicle between two people.

- ◆ Controls will vary depending on the controllers used.

Initiating Co-op Play

- ① Select Co-op Play from the mission-selection screen.
 - ② When prompted, press  on Player 2's controller. (This controller must be either a Wii U Pro Controller or a Wii Remote and Nunchuk .)
- ◆ Please note that in order to do this, Player 2's controller must already be paired with the Wii U console .



Player 1

This player uses the Wii U GamePad and is in charge of shooting. He or she can aim using motion controls and fire weapons such as lasers, smart bombs, and charge shots.



Player 2

This player uses the Wii U Pro Controller or Wii Remote and Nunchuk and is primarily in charge of piloting. He or she can maneuver the vehicle and can fire lasers, but not smart bombs or

charge shots.

Player 2's Laser Controls

Wii U Pro Controller

ZR

Wii Remote and Nunchuk

B



Scanning supported amiibo enables you to pilot different types of Arwings in the game.

How to Scan an amiibo

- ① At the stage-selection screen, tap .
- ② Hold a compatible amiibo to the NFC touchpoint .

Fox

Scanning a Fox amiibo swaps Fox and his teammates over to Retro Arwings, which are modeled on the original Arwing featured in Star Fox on the Super Nintendo Entertainment System™.



Falco

Scanning a Falco amiibo swaps Fox over to the Black Arwing. It has increased firepower and can lock on to two targets at once, but receives more damage than the normal Arwing when hit.



For more information about compatible
amiibo, visit www.nintendo.com/amiibo.



IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

© 2016 Nintendo

Trademarks are property of their respective owners. Wii U is a trademark of Nintendo.

Autodesk®
GAMEWARE 

This software product includes Autodesk® Beast™ software, © 2012 Autodesk, Inc. All rights reserved.

Autodesk and Beast are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.

3D Sound Effect Socionext Inc.

Powered by
Wwise®

Powered by Wwise © 2006 - 2016
Audiokinetic Inc. All rights reserved.

This software is based in part on the work of the

Independent JPEG Group.

■Ogg Vorbis

• Ogg Vorbis Libraries © 2014, Xiph.Org
Foundation

Redistribution and use in source and binary forms,
with or without modification, are permitted
provided that the following conditions are met:

- Redistributions of source code must retain the
above copyright notice, this list of conditions and
the following disclaimer.

- Redistributions in binary form must reproduce the
above copyright notice, this list of conditions and
the following disclaimer in the documentation and/
or other materials provided with the distribution.

- Neither the name of the Xiph.org Foundation nor
the names of its contributors may be used to
endorse or promote products derived from this
software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE
COPYRIGHT HOLDERS AND CONTRIBUTORS "AS
IS" AND ANY EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE
FOUNDATION OR CONTRIBUTORS BE LIABLE FOR
ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,
EXEMPLARY, OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS OR
SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION) HOWEVER CAUSED
AND ON ANY THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078